Wallabies®

SUPER 12

EA SPORTS™

RUGBY 2005

TOOHEYS NEW RUGBY SUPER 12

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-53094

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 735KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

EA SPORTS™ Rugby 2005 © 2005 Electronic Arts Inc. Library programmes © 1997-2005 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Electronic Arts Ltd. Developed by Electronic Arts Inc. © 2005 Electronic Arts Inc.

Starting The Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *EA* SPORTS™ *Rugby 2005* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Contents

Introduction 2
Complete Controls 2
Setting Up the Game 6
- User Profile 6
- Play Now 6

Playing the Game 7
- Player Attributes 7
- The Momentum Gauge 8
- The Scrimmage Bar 8
- Set Plays 8
- Penalty Options 9
- Pause Menu 9
- Game Modes 9
- Rugby 101 11
- Create Player 12
- My Rugby 13
- EA SPORTS™ Extras 14

Hints and Tips 14
Saving and Loading 14
Warranty 15
Customer Support 16

Introduction

What's New?

Absolute Authenticity Soak up the big match atmosphere through running commentary and authentic stadiums as the crowd sings and chants. Take to the pitch with licensed International heavyweights and the cream of club talent in the world's most competitive tournaments.

Learn It. Play it. Live It Ease into the basics through interactive tutorials and a training video. Work on your kicking skills on the training pitch and master special moves in challenge-based drills.

Broadcast Presentation More camera angles, fluidly realistic player movement, hard-hitting video sequences, authentic major player likenesses and the ability to create your own players bring the tactical game crashingly to life.

Total Player Control Build momentum with steam-roller shoulder charges and iron hand offs. Outmanoeuvre the opposition with creative side-steps and dummy passes. Initiate pre-set plays and nail pressure kicks with enhanced control.

Complete Controls

Note: For an introduction to both basic and advanced tactics, watch the tutorial video (see *Rugby 101* on p. 11) and go through the guided, step-by-step tutorial Exercises. (See *Play Now* on p. 6.)

Note: This title does not support the digital controller

General Gameplay

When playing *EA SPORTS™ Rugby 2005*, controls perform different actions in a match depending upon its current phase of play (e.g. open play, rucks and mauls). For more information, see the following tables:

Player With Ball

Action	Controls
Move Player	left analog stick
Sprint	R2
Pass Left/Right	L1 / R1
Long Pass Left/Right	Hold L1 / R1
Dummy Pass	L1 then tap R1 (or vice versa) before pass is executed
Pre-Set Pass Left/Right	Tap L1 / R1 (before pass is received)
Sidestep	right analog stick (90° from running direction)
Handoff	right analog stick (180° from running direction)
Shoulder Charge	right analog stick (in running direction)

Score Try	⊗ (when near or inside goal-line)
Defensive Touchdown	◎ (when behind own goal-line)

Player Without Ball

Action	Controls
Move Player	left analog stick
Change Controlled Player	L2
Sprint	R2
Tackle	Run into opposition player
Dive Tackle	⊗
Dive On Loose Ball	⊗
Call A Mark	▣ (before catching opposition's kick in your 22m area)
Soccer Kick	Hold △ (while running over loose ball)
Jump (for catch from a kick)	◎

Scrums

Action	Controls
*Ready Players For Attacking Set Play (before feed)	directional button ⬅ Classic/⬆ Dummy Switch/➡ Pivot/⬇ Pocket
*Feed Ball	⊗
*Aim Feed Left/Right	right analog stick ⬅/➡
*Initiate Set Play Once Ready/ Scrum Half Pass (to the Backs)	L1/R1
Hook Ball	▣
Push/Rotate Scrum	left analog stick
No.8 Pick Up And Run	▣/◎
Scrum Half Kick	△
Collapse Scrum	R3 button
**Ready Players For Defensive Set Play (before feed)	directional button ⬅ Standard/⬆ Kick/ ➡ Wide/⬇ Tight

* Attacking team only. ** Defending team only.

***EA* SPORTS Tip:** Angling a feed, hooking too early and collapsing a scrum are illegal moves and could result in a Free Kick or Penalty.

Rucks

Action	Controls
Bind Player	⊗
***Pick Up And Run**	□/○
***Pick-Up And Pass (to the Backs)**	L1/R1
***Pick-Up And Pass (to the Forwards)**	L2/R2
***Pick Up And Punt**	△
***Ready Players For Attacking Set Play (when ball won)**	directional button ↑ Dummy Switch/ → Pivot/ ↓ Pocket/ ← Classic
***Initiate Chosen Set Play**	L1/R1
****Kill Ball**	Hold **R3** button
****Use Hands**	Tap **R3** button
****Ready Players For Defensive Set Play (when ball lost)**	directional button ← Standard/ ↑ Kick/ → Wide/ ↓ Tight

* Attacking team only. ** Defending team only.

***EA* SPORTS Tip:** If you take too long to free the ball from a ruck, the referee will award a scrum to the opposition.

***EA* SPORTS Tip:** Killing the ball in a ruck (deliberately preventing the opposition using it) is a useful tactic when you are under pressure, while handling the ball is a good way of gaining possession in a ruck. However, both are illegal and could result in a Penalty and a caution for the infringing player.

Mauls

Action	Controls
Bind Player	• ⊗
Push	left analog stick
***Pick-Up And Pass (to the Backs)**	L1/R1
***Pick-Up And Pass (to the Forwards)**	L2/R2
***Second Row Pick-Up And Run**	□/○
***Scrum Half Kick**	△
****Collapse Maul**	**R3** button

* Attacking team only. ** Defending team only.

***EA* SPORTS Tip:** You must keep the ball moving when in a maul or your team will be penalised. Collapsing a maul is an illegal move and could result in a Penalty.

Line-Outs

Action	Controls
Ready Throw In (Front/Middle/Back)	Hold ⊗/○/△
Angle Throw In Left/Right	right analog stick ←/→
Trigger Receiver (Front/Middle/Back)	directional button ↓/→/↑
Release Throw In	Release ⊗/○/△

EA SPORTS Tip: Angling a throw is illegal and could result in a Free Kick.

Open Play Kicks

Note: Use the left analog stick to direct kicks. Hold the relevant kick button to power up the kick.

Action	Controls
Punt	⊗
Grubber Kick	△
Soccer Kick	Hold △ (and run onto loose ball)
Up And Under Kick	□
Drop-Goal Attempt	○

Place Kicks At Goal

Action	Controls
Aim Kick	left analog stick
Start Filling Kick Gauge	⊗
Stop Filling Kick Gauge	⊗
Stop Kick Gauge In Centre Of Accuracy Zone	⊗

Tap Kicks

Action	Controls
Tap And Run	□/○

Note: 'Tap' kicks result from choosing to RUN after being awarded a Free Kick or Penalty.

Menu Controls

Note: When navigating menus, both the left analog stick and the directional button can be used for the same action.

Action	Controls
Highlight option	⬆/⬇
Select/Advance	⊗
Back	△
Change Music Track	R3 button

Setting Up the Game

User Profile

Your User Profile is a feature that remembers all your settings preferences, stats and your Favourite Team so you don't need to adjust them each time you play *EA SPORTS™ Rugby 2005*. Once you have selected your favourite international team and saved your Profile, it becomes the default choice in Play Now and Practice modes.

Note: Your Favourite Team can be changed through the My Rugby menu. (See p. 13.)

Note: If you haven't played *EA SPORTS™ Rugby 2005* before, you must first familiarise yourself with its controls and tactics. Select PLAY NOW for the first time to undertake guided tutorial Exercises. Once the tutorial Exercises are completed, you have access to the Game Modes menu. It is recommended that you save your User Profile after completing the Exercises to avoid having to repeat them. (See *Saving And Loading* on p. 14.)

Play Now

Pick two sides and a suitable venue and get stuck into a match. If you want a longer-term challenge, select a tournament to participate in. (See *Tournaments* on p. 9.)

Note: If you need more information on any aspect of the game's controls or tactics, access the Practice Menu (see *Game Modes* on p. 9) and watch Rugby 101's instructional video. (See *Rugby 101* on p. 11.)

Controller Setup

When choosing sides for a match, press ⬅/➡ to move the controller icon over to the team that you wish to play for. If there is more than one player, you can choose to play co-operatively or in opposition. (A maximum of two players per side can play a multiplayer game.) Any team without a controller icon underneath it when you play a match will be controlled automatically.

To Play Now:

1. Select your controller options.
2. Press L1/R1 to select the type of team to play, from INTERNATIONAL, SUPER 12, EUROPEAN or REPRESENTATIVE.
3. Press ⬆/⬇ to browse through the available teams.

- Press ◎ to access your selected team's stats.

Once teams, location and match parameters are set, you can edit your line-up and change your default Kicker (K) and Captain (C):

- To swap players press ↑/↓ to highlight a squad member. Press ◎ to check his stats and press ⊗ to select him. Press ↑/↓ to highlight the player to swap with and press ⊗. The two players swap positions.

  Note: Substitutes are numbered 16-22 and reserves (who cannot be used in a match) are shown with the letter R next to their name.
- To change your Kicker or Captain, highlight the player you wish to take on that role, then press L1 or R1 respectively.

4. Select DONE to continue to the kick-off.

Playing the Game

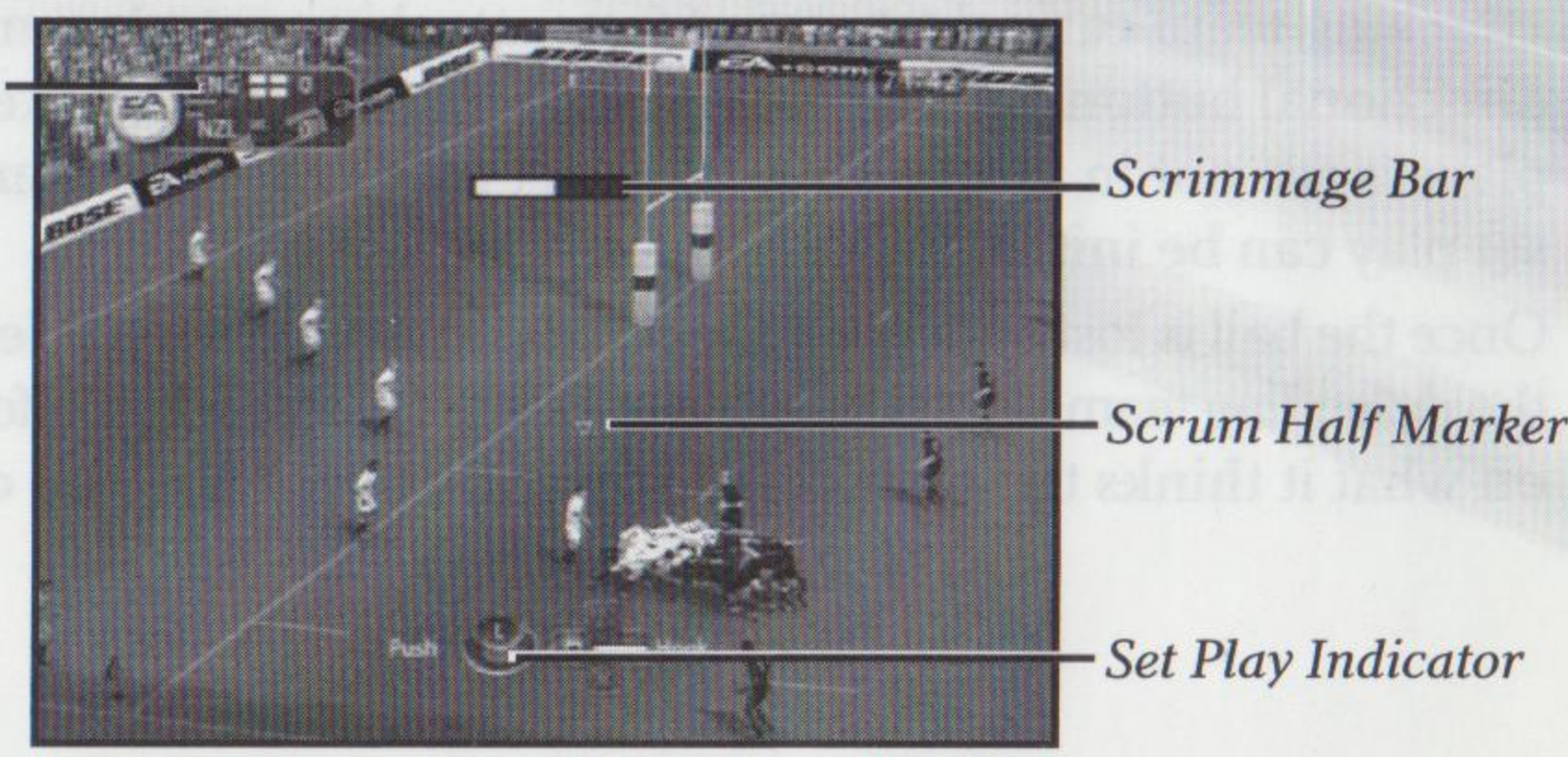
Player Attributes

Player Positions

PR	Prop	**N8**	Number 8	**CT**	Centre
HK	Hooker	**SH**	Scrum Half	**FB**	Full Back
SR	Second Row	**FH**	Fly Half	**R**	Reserve
FL	Flanker	**WG**	Wing		

Special Abilities

Command	Boosts team momentum
Passer	A team mate's sprinting rate and handling improves when receiving the player's pass
Playmaker	Success rate of set plays improves
Scoring	Performs well in key attacking plays
Tactical Kicking	Excels at kicking for position
Crash Ball	Excels at breaking the gain line
Tackle Breaker	Increases chances of breaking the tackle
Tackling	Increased chance of forcing a knock-on or turnover
Ball Winner	Increased likelihood of winning a loose ball
Defensive Organiser	The team's defensive abilities improve
Scrummager	The team's scrummaging rating improves
Jumper	Increases chances of winning line-outs



The Momentum Gauge

Located between the team names in the top left of the screen, the Momentum Gauge displays the team currently in the ascendancy in the match. Retain control of the ball to fill the meter and further increase your chances of keeping it. Constantly recycle possession in order to build team momentum and disrupt your opponent's efforts with big hits and by finding touch.

The Gauge is affected by such factors as the participation of a commanding player, home advantage, previous results and the opposition's skill.

The Scrimmage Bar

During a ruck, maul or scrum, a bar in the colours of both teams appears above the scrimmage, indicating the amount of control each team possesses at that moment. The amount of control a team can seize is affected by several factors, including which team went into the scrimmage with the ball in their possession, the ability and number of the players binding in and general team ability.

Set Plays

During scrums and mauls, both the attacking and defending teams can employ set plays when the ball is loose. The Set Play Indicator displays the options available to the attacking team.

To Initiate A Set Play

Scrums

1. Before the ball is played out from the scrum, the attacking team (with the feed) selects one of four attacking set-play moves with the directional button. The defending team selects one of the four defensive set-play formations, depending on what it thinks the attacking team will do with the ball once released.
2. If the ball is successfully hooked by the attacking team, the Scrum Half initiates the chosen set play automatically when he passes it out to the backs. The marker above the Scrum Half's head flashes red when his players are not in formation for the set play. Once the marker turns green the set play can be initiated.
3. Four button icons briefly appear over four separate players' heads. Press the corresponding button to select one of these players to control.

   ***EA* SPORTS Tip:** The 'Pocket' play is a kick-based Set Play, so no icons appear.

Rucks

- Once the ball is won in the ruck and before the ball is released from it, the attacking team can select one of four attacking set-play moves with the directional button. Similar to a scrum situation, the marker flashes red when players are not in formation for the set play. Once the marker turns green the set play can be initiated.
- Once the ball is lost and if able, before the attacking team releases it from the ruck, the defending team selects one of the four defensive set-play formations, depending on what it thinks the attacking team will do with the ball once released.

Penalty Options

Upon being awarded a penalty, you have the option to KICK AT GOAL, PUNT up the field or into touch, force a SCRUM with your put-in or just take a tap-kick penalty (a kick to self) to restart the game with possession and RUN with the ball. Weigh up such factors as the state of the match and how far you may be from the opposition's goal-line.

Pause Menu

Press START to access the Pause Menu where you can view instant replays, make substitutions or change your kicker, view match stats, adjust the camera angle, tailor game settings and RESUME or QUIT the current match.

Note: You may replace up to seven players during a match, but may only substitute one player per stoppage in play.

Note: When one of your players is injured during play, the Replace Injured Player screen appears, listing all the possible replacements. To replace the injured player (shown at the top of the screen), highlight and select a substitute to come into the game.

Note: When changing your kicker, each player's Goal Kicking Rating is displayed to assist you.

Note: If you QUIT a Tournament mode game you automatically forfeit the match.

Game Modes

Note: This option is only accessible once you've completed the guided Exercises on the training ground from the Play Now menu. (See *Play Now* on p. 6.)

Tournaments

Go for glory in World Championship, Tri-Nations, Six Nations, Super 12 and European Trophy tournaments or lead the British Lions on a tour. Alternatively take part in a Ten Nations tournament, comprising the Six Nations and Tri-Nations sides along with Argentina or take a club to global glory in the World League.

World League

Starting with a modest squad of players you must maintain a winning momentum to afford star purchases (via Trade Points) and progress through this demanding league's three divisions, whilst contesting a Knockout Cup each season. See *Tournament Menu (World League only)* on p. 10 for more information.

Tournament Setup

1. Determine the tournament's match settings.
2. For each team, note its stats and select whether it is User-controlled or not.

Squad Selection (International tournaments only)

Choose AUTOFILL to select a default squad or EDIT it yourself from the list of available players. **To choose a squad yourself:**

1. Select EDIT and navigate the available player list to the left.
2. Press ◉ to call up a highlighted player's stats and press ⬅/➡ to cycle through them.
3. To pick an eligible player for your squad, select him, highlight his appropriate position in the window to the right and press ⊗ to assign him to it. You have 30 slots to fill.

Note: (Lions Tour Only) From the Lions Tour settings, choose whether to include Warm-Up Matches against club teams before taking on the national side.

Tournament Menu

Next Match — Proceed to play the next scheduled match. See *Play Now* on p. 6 for information on how to start a match.

Standings — View the current league standings.

Fixtures — Look through the upcoming fixtures (press ⬅/➡ to cycle through any Pool, Divisional or Knockout fixtures).

Squad/Squad Information — Get an overview of each player's GENERAL, SPECIAL ABILITIES and PLAYER ATTRIBUTES stats and squad trade information. (World League only).

Note: Dif: Net points difference **BP**: Bonus Points **PTS**: Tournament points gained

Statistics — Get a full run-down of current scoring and disciplinary data for your entire squad.

1. Press ⬅/➡ to highlight a table column.
2. Press ⊗ to rank the players by that column.

Note: Pens: Successful penalty kicks **GK%**: Percentage of successful penalty kicks and conversions **DG**: Drop-goals **PTS**: Individual Points scored

Save Game — Save the current Tournament to a memory card (8MB) (for PlayStation®2). (See *Saving And Loading* on p. 14 for further information.)

Quit — Confirm at the prompt to exit the current Tournament and return to the Main menu.

Tournament Menu (World League only)

You are presented with additional menu options for this tournament:

Player Recruitment — Scroll through Free Agents, International, Super 12, European and any players you may have in three Storage teams. Take in their stats, Trade point and Maintenance costs. Depending upon your choice from the World League Settings screen, you can trade between one and five players per season (and up to 30 during the close season). Trading players requires Trade Points.

Team Record Chart your team's match record and final divisional position over the seasons.

Trade History Check your team's Incoming and Outgoing player trades since the start of the World League.

Trade Points

The number of points required to buy a player (you will not receive anything for a player traded out). You begin your first season with 12 points but can add to this total with every tie, win and try scored. Finishing the season at the top of a division rewards you with bonus Trade Points.

Maintenance Points

Think of these as wages. Your Maintenance and Trade point status is displayed after each of your matches. These point balances can also be found on the Squad Information and Player Recruitment screens.

Note: You must have enough Maintenance points at the end of the season to cover the combined Maintenance point value of all your players or your tournament is over.

To make a Trade:

1. Select PLAYER RECRUITMENT from the World League menu.
2. Cycle through available players including FREE AGENTS, EUROPEAN, SUPER 12, STORAGE TEAMS and INTERNATIONAL players, then if applicable, scroll through the various teams.
3. Select a player from your chosen team and scroll through information on him in the window to the right. His current Cost (Trade Points) and Maintenance Point value appear beside his name.
4. To trade the highlighted player, press ⊗. Your club's team sheet appears.
5. Highlight a current squad player you wish to replace and select him. The players are traded.

Tournament Regulations – Injuries And Discipline

To combat injuries, a squad that has strength in depth is one which stands the best chance of building up a winning momentum through a tournament. The worse the injury, the longer the player is sidelined.

Players committing serious offences are at risk of being cautioned. If a player receives a yellow card he is 'sin binned' (removed from play) for ten minutes. If two yellow cards are shown to the same player or he commits an offence that is serious enough to warrant a straight red card, he plays no further part in the game and his team cannot bring on a substitute for him.

Practice

Take to the training pitch to hone your skills in the basics of the game (BASIC TRAINING), FREE PLAY, SCRIMMAGE situations and GOAL KICKING.

Rugby 101

Learn more about the game of Rugby from the coaching video that covers basic and advanced tactics and rules.

Create Player

Create Player

Fully customise a player from the look of his nose to his scrummaging skill, then include him in a squad and play him in a match.

Note: You are able to create up to 89 players and you can access a list of them from *My Rugby*. (See p. 13.)

Player Face

Choose to CREATE A NEW PLAYER FACE from scratch using a template as a starting point or EDIT A CURRENT FACE and base its look on an existing player:

- Highlight and select a feature, then navigate that feature's various options. Press ◉ to Randomise the player's facial look until you're happy with it or select a feature and press ⬅/➡ to alter its appearance.

  Note: To add your player to a squad at any time, return to the Create Player menu and select ADD TO ROSTER.

Player Attributes

Determine where your player's strengths (and weaknesses) lie by assigning ratings to attributes such as Speed and Scrummaging, then decide where he really excels by allocating him up to three Special Abilities (e.g. Command and Ball Winner).

1. Highlight an Attribute to adjust.
2. Press ⬅/➡ to decrease/increase its value up to a maximum of 100.
3. Press L1/R1 to access the Special Abilities menu.
4. Highlight a Special Ability and press ⬅/➡ to select/deselect it.

Player Accessories

Customise your player's look with a few extras such as Wrist Tape to make him stand out on the field.

Player Information

1. Select PLAYER NAME to give your player a name using the on-screen keyboard.
2. Select COMMENTARY NAME to begin searching for a name for the in-game commentary to use for your player. Press ⬅/➡ to cycle through the alphabet, then select a name.
3. Assign a Body Type and Nationality for your player, then allocate appropriate Primary, Secondary and Alternate Positions to him that make the most of his stats.

Add To Roster

Locate a squad to add your created player to it.

1. Press L1/R1 and then press L2/R2 to cycle through various teams and find your chosen squad.
2. To add the new player to the currently selected team, highlight the player you wish to replace and press ⊗. The replaced player moves to one of three Storage teams.

   Note: Repeat this process if you wish the player to belong to both a club side and an international team. However, he may only be added to the national squad that corresponds to his own nationality.

   Note: Ensure you save your modified Roster from the My Rugby menu.

To edit or delete a Created Player, access CREATED PLAYERS under the My Rugby menu. (See below.)

Note: You can reset all modified Rosters and delete created players directly from the My Rugby menu. Press ■ to do so.

Exit

Return to the Main menu.

My Rugby

Squad Management

Customise squads, change your Kicker and Captain and access detailed information on every player.

- Press L1/R1 to cycle through team types.
- Press L2/R2 to cycle through available teams.
- Press ↑/↓ to navigate up and down the squad list.
- Press ←/→ to cycle through a player's three stats windows:

GENERAL	Lists basic information including his Primary and any Secondary or Alternate positions.
SPECIAL ABILITIES	A highlighted star next to a skill indicates a Special Ability – an area of the game he's particularly strong in. (See *Special Abilities* on p. 7.)
PLAYER ATTRIBUTES	Competence over multiple playing attributes.

To swap two members of a squad:

1. Highlight the first player you wish to swap, press ⊗ and select SWAP.
2. Highlight the second player and press ⊗. The players are swapped.

   Note: When selecting a player to swap from a club side, the player can be swapped within his own squad or swapped with any other player from any European or Super 12 club. When selecting a player from an International side, the player can be swapped within this squad only.

To replace a player:

1. Highlight the player you wish to replace, press ⊗ and select REPLACE.
2. Toggle through players that are listed by their nationality. Highlight and select any player to replace the player in your squad.

   Note: When selecting a player to replace from a club side, the player can be replaced by any other player drawn from any nationality who is not already a member of a European or Super 12 club. Players already in a club side are greyed out, signifying that they cannot be chosen as a replacement. When selecting a player from a National side, the player can be replaced in that side by any other player of the same nationality who is not already in the squad.

   Note: Ensure you save your Roster changes from the My Rugby menu.

Hall Of Fame

Admire your personal User records, stroll past the Trophy Cabinet and remind yourself of any major tournament victories.

Created Players

Edit or delete players that you've created from the Create Player screen.

- Select the player you wish to edit. See *Create Player* on p. 12 for further information on editing players.
- Select a player and press ■ to delete him. This removes him from your squad and Created Players list. You must then choose a player to replace the deleted created player with. Do this by cycling through the available players, highlighting the one you would like and selecting him.

Game Settings, System Settings & Load/Save

Adjust Gameplay Options, change your Favourite Team (see *User Profile* on p. 6.) alter Jukebox, Sound and Display options and save/load Profiles, Rosters and Tournaments (see *Saving and Loading* on p. 14).

Note: Adjust the slider bars to set the frequency at which Gameplay Options occur during a match.

EA SPORTS™ Extras

Check out other new *EA* SPORTS titles and the talent behind the game.

Hints and Tips

The Scrum

Angle the feed into the scrum to lessen the chances of the opposition Hooker hooking the ball away from your own Hooker. The further you hold it in that direction, the greater the angle of the feed. Be aware that the referee may penalise you with a Free Kick.

Timing your push to perfection significantly increases your chances of winning scrums against the head.

Rotating the scrum is a good tactic to use if your team is being driven back by the opposition pack. Collapsing the scrum is an emergency response if your team is being driven back by the opposition pack in a dangerous position.

Kicking

The better your kicker's Goal Kicking ability, the longer you have to time the kick with the Kick Meter.

You may find taking drop-goals easier if you try playing a match and selecting one of the two CLASSIC camera angles from the Pause menu.

Sidestepping

A sudden burst of speed in combination with a sidestep can be more effective than a sidestep alone.

Advantage

When an advantage is being played in your favour it is a good opportunity to take more risks than usual, in the knowledge that play will be pulled back if it all goes horribly wrong. Advantage is indicated when a notification box appears below the scoreline.

Saving and Loading

You have the option of saving, loading or deleting a User Profile, a customised team Roster that you have created or your Tournament progress.

Saving And Loading User Profiles And Rosters

1. Select MY RUGBY from the Main menu.
2. Select LOAD/SAVE for loading or saving options, then select the appropriate MEMORY CARD slot.
3. When saving, press L1 / R1 to toggle between Profile or Roster saves. Choose whether to overwrite an old Profile or Roster or create a new one. Note that you cannot save a Tournament from here, though you may load one.

   Note: To delete a User Profile or Roster, select SAVE, highlight it and press ◉.

   Note: Upon starting a new game, the Profile that was last saved is automatically loaded with its pre-selected preferences.

Saving A Tournament

From the tournament menu screen, select SAVE GAME in order to overwrite or delete any previously saved Tournament or create a new save. You may load a Tournament from here or from the Main menu.

Note: Tournament data is not automatically saved. Save your Tournament progress manually.

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Notice

Electronic Arts reserves the right to make improvements to this product described in this manual at any time and without notice. This manual, and the software described in this manual, is under copyright. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts Ltd, Customer Services, PO Box 181, Chertsey, KT16 0YL, England, United Kingdom. Electronic Arts makes no warranties, conditions or representations express or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. This manual is provided "as is". Electronic Arts makes certain limited warranties with respect to the software and the media for the software. In no event shall Electronic Arts be liable for any special, indirect or consequential damages. These terms and conditions do not affect or prejudice the statutory rights of a purchaser in any case where a purchaser is a consumer acquiring goods otherwise than in the course of a business.

Warranty

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd. If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on **uk-warranty@ea.com** Please note that this is only for warranty and NOT technical queries. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.
Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

CUSTOMER SUPPORT - Here to help you!

Problem? Question? If you are having problems with your game, we are here to help.

AUSTRALIA

Electronic Arts Australia Support Hotline:
1902 261 600*
*Sirius calls charged at $2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required). Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.
Customer Service Address:
Electronic Arts
PO Box 432
Southport QLD
4215, Australia
Email Customer Support:
ozsupport@ea.com

SOUTH AFRICA

Game Smith: **(011) 740-0615/6**, **(083) 918-0083**
Electronic Arts South Africa
PO Box 3180
Rivonia
2128

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline:
0900 58885* (If you are under 18 years of age parental consent required).
*Calls charged at $1.99 per minute inc GST 7 days a week 9am - 8pm. Calls from Mobile & Public phones are higher.
Customer Service Address:
Electronic Arts New Zealand
PO Box 47596
Ponsonby
New Zealand
Email Customer Support:
nzsupport@ea.com

KEEP UP WITH THE LATEST EA NEWS..!

If you want to keep up with all the latest news, downloads and coolest updates from EA then all you have to do is register as an EA Direct Member. It's easy! Register now on

www.eagames.com.au
or
www.easports.com.au

As an EA Direct Member you will be kept in the 'know' as to what is new and hot from EA Australia, delivered directly to your inbox.

© 2005 Electronic Arts Inc. All rights reserved. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The SRU logo is the copyright of Scottish Rugby Union plc. The SRU logo and "Murrayfield" are trademarks of Scottish Rugby Union plc. The England Rose, alone and used in conjunction with the England Rugby logo and or "Twickenham" are trademarks of the Rugby Football Union. (TM) Trade Mark and copyright owned by British Lions Ltd. © WRU Ltd 2005. The IRFU logo is a registered trade mark of The Irish Rugby Football Union. The FFR and the XV France logos are trademarks of Federation Francaise de Rugby. The Silver Fern Device, ALL BLACKS and ALL BLACK are trade marks owned by the NZRU and are used under licence from the NZRU. The Rugby Super 12 mark and logo and the marks of the Blues, Chiefs, Hurricanes, Crusaders and Highlanders are registered trade marks of the NZRU. The Australian Rugby and Wallaby logos are registered trademarks of, and used under license from, the Australian Rugby Union Ltd. © ® ™ Copyright by Australian Capital Territory Rugby Union Limited ACN 080 281 483 ("ACTRU"). All rights reserved. No part of this Interactive Game may be reproduced by any means be it electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of ACTRU. © ® ™ The New South Wales Rugby Union Logo, Waratahs Logo and other Waratahs team logos, emblems and names on this product are all trade marks of and used under license from the owner, New South Wales Rugby Union Limited, by whom all copyright, trade mark and other rights of reproduction are reserved. © ® ™ The Queensland Rugby Union Logo, Reds Logo and other Queensland Rugby team logos, emblems and names on this product are all trade marks of and used under license from the owner, Queensland Rugby Union Limited, by whom all copyright, trade mark and other rights of reproduction are reserved. The SA Rugby logo is a trademark of the South African Rugby Football Union and is used under exclusive license. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.
The England roster is correct as of November 2004.
Developed by HB Studios. Certain photographs © 2005 Getty Images.

EAJ03404553MT

Customer Services Numbers	Games Hotlines
• Australia	1300 365 911*	1902 261 600**
*Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Sirius calls are charged at $2.48 per min inc GST 7 days a week 8am – 8pm. Calls from mobile or public phones are higher. If you are under 18 years of age parental consent is required.	
• Österreich	0820 500 535*	0049-2408-940 555
*0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.	
• Belgique/België/Belgien	011 516 406*	Please contact your local distributor
*Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• Danmark	33 26 68 00*	Please contact your local distributor
*Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.	
• Suomi	0600–411911*	Please contact your local distributor
*17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.	
• France	0820 31 32 33*	08 92 68 55 15**
*Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. **0.344€ la minute.	
• Deutschland	01805 766 977*	0190 - 776633**
*0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen. **1.24€ pro minute. Kinder und Jugendliche unter 18 Jahren dürfen nur mit Erlaubnis ihrer Eltern anrufen.	
• Ελλάδα	00321 0678 2000*	Please contact your local distributor
*Εθνική Χρέωση. Παρακαλείστε να επικοινωνείτε σε αυτού του αριθμού του Τμήματο Εξυπηρέτηση Πελατών μόνο για θέματα υποστήριξη τη κονσόλα PlayStation και των περιφερειακών τη .	
• Ireland	0818 365065*	1 560 256 256**
*All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls are charged at 95c per minute, mobiles may vary. Callers must be over 16. Please ask permission from whoever pays the bill before calling.	
• Israel	09 971170*	Please contact your local distributor
*Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Italia	848 82 83 84*	Please contact your local distributor
*Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.	
• Malta	21 344700*	Please contact your local distributor
*National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Nederland	0495 574 817*	nl.playstation.com
*Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.	
• New Zealand	09 415 2447*	0900 58885**
*National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls charged at $1.99 per min inc GST 7 days a week 9am – 8pm. Calls from mobile or public phones are higher. (If you are under 18 years of age parental consent is required).	
• Norge	820 75 050*	Please contact your local distributor
*Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.	
• Portugal	707 23 23 10*	Please contact your local distributor
*Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.	
• España	902 102 102*	
*Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.	
• Sverige	08 587 822 40*	Please contact your local distributor
*Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.	
• Suisse/Schweiz/Svizzera	0848 84 00 85*	0900 - 55 40 20**
*Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. **SFr 2,00/Min. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen	
• UK	08705 99 88 77*	09067 53 54 55**
*National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls are charged at 75p per minute, mobiles may vary. Callers must be over 16. Please ask permission from whoever pays the bill before calling.	

EAJ03404553M

Electronic Arts, EA, EA GAMES, the EA GAMES logo, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™, EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

SLES-53094

"PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5030941041683